

EUROPA Installation

1. [1. Supported Platforms](#)
2. [2. Software Requirements](#)
3. [3. Installing Europa](#)
4. [4. Static Libraries](#)

Note : Starting with EUROPA 2.1.2 (available on Sept 2, 2008), EUROPA is provided in a binary distribution, to which this installation page applies.

For older versions, you will have to build EUROPA yourself as described [here](#).

Supported Platforms

EUROPA is currently supported on Linux, Mac OS, Windows and Solaris. A platform is officially supported if and only if there is an automated build regularly scheduled for it. You can see the specs for the systems used to test the EUROPA releases [here](#).

Software Requirements

- JRE 1.5
- Python
- Perl

Installing Europa

After downloading the appropriate EUROPA distribution for your system (available [here](#)), just unzip and set the EUROPA_HOME environment variable.

For example, assuming that you have the EUROPA distribution in your ~/tmp directory and you want to install EUROPA in your ~/europa directory, you would do (assuming linux+bash, modify appropriately for your os+shell) :

```
% mkdir ~/europa
% cd ~/europa
% unzip ~/tmp/europa-2.1.2-linux.zip
% export EUROPA_HOME=~/europa
```

Static Libraries

The EUROPA binaries are available as both shared and static libraries, however, since we expect most users to be using shared libraries and static libs double the size of the EUROPA distribution, static libs are bundled in a separate zip file.

If you want to use static libraries, get the appropriate zip file from the download page? then unzip it under your \$EUROPA_HOME directory, the libraries will be put in the \$EUROPA_HOME/lib directory.

To continue the example above, this is how you would add the corresponding static libraries to your EUROPA installation :

```
% cd $EUROPA_HOME
```

```
% unzip ~/tmp/europa-2.1.2-linux-static-libs.zip
```